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in Java. A thread library is part of the Java **API**, and provides similar functionality to POSIX
local variables and arguments are on the running **stack** of the thread, so they are not shared. It is
POSIX threads. Threads in Java are represented as **objects**. The class java.lang.Thread contains all of the
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It complies with the Beans architecture and security **API** of JDK 1.1, allowing its users to implement
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a garbage collector, a threads package, and Java **API** support. Toba-compiled Java applications execute
Machine The Java Virtual Machine (JVM) defines a **stack**-based virtual machine that executes Java class
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www.cs.arizona.edu/sumatra/papers/coots97.ps

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support with the existing TCP/IP **stack** and socket **API**, such that the structure of the Unix networking
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of Java's portability is the rich set of portable **APIs** that SUN is defining for the language. They
virtual machines for both of these languages are **stack**-based. **Stack**-based architectures seem to be the
include portability of binary executables, **object** -orientation in the implementation language to
sunsite.informatik.rwth-aachen.de/python/workshops/1997-10/proceedings/hugunin.ps

Enabling Flexibility in the Legion Run-Time Library - Viles, Lewis, Ferrari.. (1997)   (Correct)   (6 citations)
Users Will Be Able To Program Directly To The Lrtl **Api**. 3 Mechanisms For Flexibility This Section
implementation. Keywords: configurable protocol **stack**, extensible run-time library, events, implicit
resources and will enable wide area distributed-**object** computing systems that will consist of many
ils.unc.edu/~viles/papers/pdpta.ps

A Configurable Multimedia Middleware Platform - Coulson (1999)   (Correct)   (5 citations)
are i) the application programmer's interface (**API**) personality, and ii) the GOPI core. The **API**
binding)according to a specified QoS, using a **stack** of user selected application specific protocols
distributed middleware architectures such as the **Object** Management Group's CORBA. However, the deployment

ftp.comp.lancs.ac.uk/pub/mpg/gopi_paper2.ps

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RSVP [17]running on BSD Unix using the 1.2 Gbps **APIC** (ATM Port Interconnect Controller) chip [6]as
Engine. The Toolkit Engine implements an IPv6 **stack**, detects long live traffic flows, and applies
Among other things, the **API** provides an easy, **object**-oriented way to open QoS-assured connections and
www.tik.ee.ethz.ch/~dan/papers/crossbow_atm97.ps

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and server development tasks and with the external **API**/GUI layers to Open Systems resources structured in
and in some sense a unique minimal solution. A **stack** based model, PostScript lends itself ideally as a
Syracuse University Abstract MOVIE (Multitasking **Object**-oriented Visual Interactive Environment) is a new
www.npac.syr.edu/projects/hpsin/doc/cpande.ps

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Format Has Already Been Included In The Java 3d Tm **Api** [6]The Topological Surgery (ts) Method [19] Is
its ability to compactly express a planar graph via **stack** operators so that a large number of mesh
and attribute data (geometry)The main **objective** of geometric compression and encoding is to
king.ticam.utexas.edu/~zgz/papers/cadzip.ps.gz

Signalling in ATM Networks: Experiences With an.. - Robert Engel (1995)   (Correct)   (2 citations)
with the upper and lower OSI-Layer, we offered a **API**. 3.1 The Q.2931 Protocol The Q.2931
point-tomultipoint signalling. Figure 1-1 Protocol **Stack** of a UNI showing the ITU-TS and the ATM-Forum
Signalling in ATM Networks: Experiences With an **Object**-Oriented Solution Robert Engel, Toni Bieri, Beat
www.erols.com/yengel/doc/IPCCC_95_Camera_ready_paper.ps.gz

JavaNative Interface Specification - Release January   (Correct)   (1 citation)
. 72 5. The Invocation **API**.
it necessary to conservatively scan the native **stack**. Java Runtime Interface Netscape proposed the
and Java/COM Interface. 3 **Objectives** .
www.tns.lcs.mit.edu/manuals/java-1.1.1-ps/jni.ps.gz

An Advanced Communication Toolkit for Implementing the Broker.. - Francu, Marsic (1999)   (Correct)
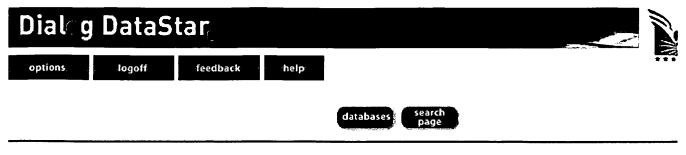(1 citation)
pack_data unpack_data send_request return uses **API** uses **API** transfers message transfers message
Device Driver Hardware Interface Tcp Udp Iso Osi **Stack** Act Presentation Client/server Protocol Endpoint
patterns, but address only some aspects of **object** communication. In this work we demonstrate how
www.caip.rutgers.edu/~francu/DISCIPLE/ACT/icdcs99.ps.gz

Requirements Specification for Transport level QoS Control - Cec Deliverable   (Correct)
19 5.1 QoS Information in the Winsock 2 **API**

applications. These include the TCP/IP protocol **stack** and the ATM Forum's LAN Emulation standard. It information between layers based on the use of NT **Object** Identifiers is proposed. Keyword list: QoS, www.tik.ee.ethz.ch/~wand/DOCUMENTS/docs/4D1.ps.Z

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1 Level set and PDE methods for computer graphics   ■
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
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Level set methods, an important class of partial differential equation (PDE) methods,
define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD
function. The course begins with preparatory material that introduces the concept of using
partial differential equations to solve problems in computer graphics, geometric modeling
and computer vision. This will include the structure and behavior of several different types
of differential equations, e.g. the level set eq ...

2 GPGPU: general purpose computation on graphics hardware   ■
David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff
Woolley, Aaron Lefohn
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
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The graphics processor (GPU) on today's commodity video cards has evolved into an
extremely powerful and flexible processor. The latest graphics architectures provide
tremendous memory bandwidth and computational horsepower, with fully programmable
vertex and pixel processing units that support vector operations up to full IEEE floating
point precision. High level languages have emerged for graphics hardware, making this
computational power accessible. Architecturally, GPUs are highly parallel s ...

3 Experience papers: experiences with open source and legacy systems: Experiences   ■
with place lab: an open source toolkit for location-aware computing
Timothy Sohn, William G. Griswold, James Scott, Anthony LaMarca, Yatin Chawathe, Ian
Smith, Mike Chen
May 2006 **Proceeding of the 28th international conference on Software engineering ICSE '06**
Publisher: ACM Press
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Location-based computing (LBC) is becoming increasing important in both industry and academia. A key challenge is the pervasive deployment of LBC technologies; to be effective they must run on a wide variety of client platforms, including laptops, PDAs, and mobile phones, so that location data can be acquired anywhere and accessed by any application. Moreover, as a nascent area, LBC is experiencing rapid innovation in sensing technologies, the positioning algorithms themselves, and the applicati ...

Keywords: location-based computing, pervasive computing, software architecture, ubiquitous computing

4   Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes
SIGGRAPH '04**
Publisher: ACM Press
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This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

5   Real-time shading

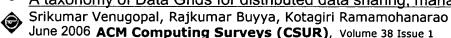Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes
SIGGRAPH '04**
Publisher: ACM Press
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Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

6   A taxonomy of Data Grids for distributed data sharing, management, and processing

Srikumar Venugopal, Rajkumar Buyya, Kotagiri Ramamohanarao
June 2006 **ACM Computing Surveys (CSUR)**, Volume 38 Issue 1
Publisher: ACM Press
Full text available: pdf(1.70 MB)   Additional Information: full citation, abstract, references, index terms

Data Grids have been adopted as the next generation platform by many scientific communities that need to share, access, transport, process, and manage large data collections distributed worldwide. They combine high-end computing technologies with high-performance networking and wide-area storage management techniques. In this article, we discuss the key concepts behind Data Grids and compare them with other data sharing and distribution paradigms such as content delivery networks, peer-to-peer n ...

Keywords: Grid computing, data-intensive applications, replica management, virtual organizations

7 Mobile applications: Storing a persistent transactional object heap on flash memory

Michal Spivak, Sivan Toledo

June 2006 **Proceedings of the 2006 ACM SIGPLAN/SIGBED conference on Language, compilers and tool support for embedded systems LCTES '06**

Publisher: ACM Press

Full text available: pdf(337.46 KB) Additional Information: full citation, abstract, references, index terms

We present the design and implementation of TinyStore, a persistent, transactional, garbage-collected memory-management system, designed to be called from the Java virtual machine of a Java Card. The system is designed for flash-based implementations of Java Card, a variant of the Java platform for smart cards. In the Java Card platform, objects are persistent by default. The platform supports transactions: a sequence of accesses to objects can be explicitly declared to constit ...

Keywords: nor flash, Java Card, flash, persistent heaps, persistent object stores, smart cards, transactions

8 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Publisher: ACM Press

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9 Sensor networks and performance analysis: Java™ on the bare metal of wireless sensor devices: the squawk Java virtual machine

Doug Simon, Cristina Cifuentes, Dave Cleal, John Daniels, Derek White

June 2006 **Proceedings of the 2nd international conference on Virtual execution environments VEE '06**

Publisher: ACM Press

Full text available: pdf(999.55 KB) Additional Information: full citation, abstract, references, index terms

The Squawk virtual machine is a small Java™ virtual machine (VM) written mostly in Java that runs without an operating system on a wireless sensor platform. Squawk translates standard class file into an internal pre-linked, position independent format that is compact and allows for efficient execution of bytecodes that have been placed into a read-only memory. In addition, Squawk implements an application isolation mechanism whereby applications are represented as object and are therefore ...

Keywords: IEEE 802.15.4, Java virtual machine, Sun SPOT, embedded systems, wireless sensor networks

10 Projectors: advanced graphics and vision techniques

Ramesh Raskar

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(6.53 MB) Additional Information: full citation

11 LLVA: A Low-level Virtual Instruction Set Architecture

Vikram Adve, Chris Lattner, Michael Brukman, Anand Shukla, Brian Gaeke

December 2003 **Proceedings of the 36th annual IEEE/ACM International Symposium**

on Microarchitecture

Publisher: IEEE Computer Society

Full text available: 📄 pdf(196.08 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>index terms</u>

A virtual instruction set architecture (V-ISA) implementedvia a processor-specific software translation layercan provide great flexibility to processor designers. Recentexamples such as Crusoe and DAISY, however, haveused existing hardware instruction sets as virtual ISAs,which complicates translation and optimization. In fact,there has been little research on specific designs for a virtualISA for processors. This paper proposes a novel virtualISA (LLVA) and a translation strategy for implementi ...

12 <u>Real-time volume graphics</u>

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: 📄 pdf(7.63 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

13 <u>Glift: Generic, efficient, random-access GPU data structures</u>

Aaron E. Lefohn, Shubhabrata Sengupta, Joe Kniss, Robert Strzodka, John D. Owens

January 2006 **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 1

Publisher: ACM Press

Full text available: 📄 pdf(1.52 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

This article presents Glift, an abstraction and generic template library for defining complex, random-access graphics processor (GPU) data structures. Like modern CPU data structure libraries, Glift enables GPU programmers to separate algorithms from data structure definitions; thereby greatly simplifying algorithmic development and enabling reusable and interchangeable data structures. We characterize a large body of previously published GPU data structures in terms of our abstraction and prese ...

Keywords: Adaptive, GPGPU, GPU, adaptive shadow maps, data structures, graphics hardware, multiresolution, octree textures, parallel computation

14 <u>Frontmatter (TOC, Letter from the chair, Letter from the editor, Letters to the editor, ACM policy and procedures on plagiarism, PASTE abstracts, Calendar of future events, Workshop and conference information)</u>

ACM SIGSOFT Software Engineering Notes staff

January 2006 **ACM SIGSOFT Software Engineering Notes**, Volume 31 Issue 1

Publisher: ACM Press

Full text available: 📄 pdf(1.82 MB)   Additional Information: <u>full citation</u>, <u>index terms</u>

15 <u>Fast detection of communication patterns in distributed executions</u>

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced**

Studies on Collaborative research
Publisher: IBM Press
Full text available: pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

16 Process migration
Dejan S. Milojičić, Fred Douglis, Yves Paindaveine, Richard Wheeler, Songnian Zhou
September 2000 **ACM Computing Surveys (CSUR),** Volume 32 Issue 3
Publisher: ACM Press

Full text available: pdf(1.24 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Process migration is the act of transferring a process between two machines. It enables dynamic load distribution, fault resilience, eased system administration, and data access locality. Despite these goals and ongoing research efforts, migration has not achieved widespread use. With the increasing deployment of distributed systems in general, and distributed operating systems in particular, process migration is again receiving more attention in both research and product development. As hi ...

Keywords: distributed operating systems, distributed systems, load distribution, process migration

17 Visualization for libraries: Exploring digital libraries: integrating browsing, searching, and visualization
Rao Shen, Naga Srinivas Vemuri, Weiguo Fan, Ricardo da S. Torres, Edward A. Fox
June 2006 **Proceedings of the 6th ACM/IEEE-CS joint conference on Digital libraries JCDL '06**
Publisher: ACM Press
Full text available: pdf(628.05 KB)   Additional Information: full citation, abstract, references, index terms

Exploring services for digital libraries (DLs) include two major paradigms, browsing and searching, as well as other services such as clustering and visualization. In this paper, we formalize and generalize DL exploring services within a DL theory. We develop theorems to indicate that browsing and searching can be converted or mapped to each other under certain conditions. The theorems guide the design and implementation of exploring services for an integrated archaeological DL, ETANA-DL. Its in ...

Keywords: browsing, exploring, integration, searching, visualization

18 Programming: Building up to macroprogramming: an intermediate language for sensor networks
Ryan Newton, Arvind, Matt Welsh
April 2005 **Proceedings of the 4th international symposium on Information processing in sensor networks IPSN '05**
Publisher: IEEE Press
Full text available: pdf(161.94 KB)   Additional Information: full citation, abstract, references

There is widespread agreement that a higher level programming model for sensor networks is needed. A variety of models have been developed, but the community is far

from consensus. We propose an intermediate language to speed up the exploration of this design space. Our language, called the Token Machine Language (TML) can be targeted by compilers for higher level systems. TML provides a layer of abstraction for a lower-level runtime environment, such as TinyOS.TML is intended to capture *coor ...*

19 Formalizing the safety of Java, the Java virtual machine, and Java card

Pieter H. Hartel, Luc Moreau

December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4

Publisher: ACM Press

Full text available: pdf(442.86 KB)   Additional Information: full citation, abstract, references, citings, index terms

We review the existing literature on Java safety, emphasizing formal approaches, and the impact of Java safety on small footprint devices such as smartcards. The conclusion is that although a lot of good work has been done, a more concerted effort is needed to build a coherent set of machine-readable formal models of the whole of Java and its implementation. This is a formidable task but we believe it is essential to build trust in Java safety, and thence to achieve ITSEC level 6 or Common Crite ...

Keywords: Common criteria, programming

20 Novel approaches: Engineering a user-level TCP for the CLAN network

Kieran Mansley

August 2003 **Proceedings of the ACM SIGCOMM workshop on Network-I/O convergence: experience, lessons, implications**

Publisher: ACM Press

Full text available: pdf(142.75 KB)   Additional Information: full citation, abstract, references

As networks and I/O systems converge and the bandwidth of networks increases, conventional approaches to networking are struggling to deliver the performance and flexibility required.CLAN (Collapsed LAN) is a high performance user-level network targeted at the server room. It supports RDMA and programmed I/O (PIO). We have implemented a set of IP based protocols at user level, and shown how true zero copy transmission (without modifying the sockets API) and reception can be achieved.In this pape ...

Results 1 - 20 of 200   Result page: **1**   2   3   4   5   6   7   8   9   10   next

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L3	20	((((stack near3 level)) with storage) same object	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/01 11:05
L4	64	(((((object with storage with access$3) and (storage with hierarchy)) and map$3) and (location with object)) and (API or (application near3 programming near3 interface))) and module$2	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/01 11:05
L5	50	((object with storage with access$3) and (stack near3 level))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/01 11:06
L6	0	(API and (stack adj4 level) and (level near abstraction)).clm.	US-PGPUB	OR	ON	2006/09/01 11:07
L7	0	(API and (stack near level) and (level near abstraction)).clm.	US-PGPUB	OR	ON	2006/09/01 11:08
L8	0	(object and (stack near level) and (level near abstraction)).clm.	US-PGPUB	OR	ON	2006/09/01 11:08
S18	7	((((stack near3 level)) with storage) same object	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/01 11:04
S24	42	(((((object with storage with access$3) and (storage with hierarchy)) and map$3) and (location with object)) and (API or (application near3 programming near3 interface))) and module$2	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/01 11:05
S46	4	((object with storage with access$3) and (stack near3 level)) and "717"/$.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/01 11:06
S99	1	"997350".apn. and (storage adj reference)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/28 09:49

S20 0	17	API and (level near abstraction) and (stack near level)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/29 13:52
S20 1	615	memor$4 and level and stack and object$4 and stor$6 and abstraction and (storage near6 object$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/29 13:53
S20 2	36	S201 and (stack adj4 level) and API	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/09/01 11:06